

	FAQ
Q	If i have more than one hero on the map, can i play with any of them during the same turn?
A	yes you can play with any hero on the map in every turn, and this also means that the 8 adjacent cells around each hero on the map are visible. Hence at the end of each turn you will need to reset the action points of each hero on the map.
Q	If a turn ends and the zombie has more than one hero in adjacent cells, do all the heroes will be attacked by the zombie?
Q	How to choose which hero to attack?
A	Each Zombie on the map at the end of each turn will attack a hero if exists in his adjacent cells, even if there were more than one hero beside this zombie still only one will be attacked.
	Any hero of your choice from the adjacent heroes.
Q	What to do with boolean isSafe in class characterCell?
A	Nothing so far.
Q	what does trapCell do?
A	It affects the hero's currentHp with the specified trap damage.
Q	What is a cell that doesn't contain a collectible, trap or character?
A	It is a characterCell that holds null. (ie. character = null)
Q	What does trapCell became after trapping the hero?
A	It becomes a characterCell.
Q	What does collectible cell become after collecting the supply/vaccine?
A	It becomes a characterCell.
Q	When i cure a zombie, hero will be spawned. Which hero and where in the map?
A	Yes a random hero from available hereos arraylist, it will be placed in the same location of the cured zombie.
Q	When i cure a zombie, will i spawn a new zombie?
A	No, we only spawn new zombie in 2 cases: if a zombie is dead or when a turn ends.
Q	Can Medic heal any hero on the map? can Medic heal more than 1 hero using the same supply?
A	Yes medic can heal any hero on the map including himself. However each healing process costs one supply. He can heal more than one hero in the same turn if he has enough supplies.
Q	Can hero defend even if his Hp reaches zero because of the attack?
A	Yes, as it is considered a part of the attack.
Q	When will checkGameOver/ checkWin methods in class game be called?
A	These methods will be implemeneted in M2 and called in M3.
Q	Do I collect a collectible without entering the collectible cell? Does pick up cost action points?
A	Yes you have to enter the collectible cell in order to be able to pick up the collectible. No pick up doesn't cost an action point but move does.